Towards a Front End Architecture
-brewster

Requirements:
  Near optimum performance for numeric and word-size codes.
  Good performance for vp ratios of 4 and higher
  C and Lisp performance
  "Operating system" on 1 machine type
  supports BI VAX, and Lispms
  programmable, maintainable etc.

Other goals:
  Allows other environments and machines to use the CM:
    VMS, Sun, MAC(?), Cray
  Allows other machines to use the CM without special hardware
    (using commercial networks)
  Supports low end CM

Philosophy of this proposal:
  We are building a kind of CM operating system.
    It has disks, and memory allocation, time sharing, user handling,
    metering, diagnostics, garbage collection, file system, network
    handling etc.
  Continue to buy what we can from the street and build what we can not buy.
  We can use a real computer to help us with the CM operating system.
    This I am calling the CM-Driver.
  We are driven by computation performance: There will be different
    system congurations (of disks, CM processors, cm-drivers, and front
    ends) based on the needs of different market segments. We must be
    flexible.
  Continue the "keep as much in software as performance allows"
    philosophy of the CM. This has allowed us to get where we are
    today.

Proposal pieces:
  1. Use UCC as "IIs engine" and tightly coupled conventional box as a
CM driver (we need a name for this).
  2. Macro-code: The UCC would execute Macro-code coming from the CM-driver.
  3. Macro-compiler that will run on the CM driver that can take
expressions and procedures to produce macrocode for the machine.
  4. The CM Driver would handle memory management, user management
(timesharing), and I/O for its CM.
  5. Front ends would then talk to this CM driver to run the CM code.

Features offered by this proposal:
  CM-1 compatibility
  No special front end hardware (hbi, bibi) (potential)
  Easy front end software interface
  Darpa net interface becomes easily defined
  Eliminate uVax in datavault (worth 20% in parts cost reduction) (potential)
  Direct way to incorporate numerical groups work in standard CM software
  Simplification of UCC
  Reduction of ucc control store by factor of 50.
  Increased CM performance for normal paris (over current levels).
  Increased CM performance for special optimized codes.
  Easy to code special optimized codes.
  Easy to add further "OS" features such as timesharing, I/O, Garbage
    collection, ...
  Dont need new version of assembler
  Coding paris is done in high level language
  Assemble-time scratch space allocation is eliminated (source of many
    ucode bugs).
  Stack space usage drops because of scoping VP looping outside of
    memory allocation.
  Eliminate Nexus (potential).
  1 machine type for the cm-driver.
  Small machine architecture defined.
  Large machine architecture defined.
  Many metering tools can be written in high level code (rather than
    microcode)

1. UCC as LLS engine:
   Use the UCC as an simple macrocode engine that can run a small number
of macro-instructions with minimum overhead on the CM.
   Using the UCC as an LLS engine is less than it can do, thus we have all
the hardware we need to make this happen. We could design a simpler board
at some time to handle only the functions needed. The idea is to make this
cheap, fast, and small.
   Currently there is a 1-3uSec Fifo push time, depending on this front
end type and code optimization. With careful design, this could brought
down to main memory cycle time (about 250Nsec). Since this only has to
be done for one machine (the driver) and the physical distance is not
great, this should not be too much trouble.

2. Macro-code:
   Currently the UCC runs VP paris on the CM. CAL and Dan are writing the
new vp scheme in the driver and will run physical paris on the UCC and the
rest stays in the driver. This is a good first step.
   A new interface (macrocode spec) can be derived that will give us the
advantage of microcompiling while reducing the amount of microcode space
and complexity. This interface will be derived by pulling together our
microcoding experience.
   A macrocode set is something a compiler can put out (*lisp compiler or
paris written in *x are two examples) that is run directly by microcode
in a micro-engine (currently the ucc, but hopefully this board will get
dramatically simpler, cheaper, and faster). Macrocode sets, these days,
are typically a small number of powerful operations. We are somewhat
limited by our instruction bandwidth from our host but 1-2 uSec/word aint
so bad (and it could get better if we wanted it to). Macrocode, if well
designed, makes "micro-compiling" unnecessary because one can get close to
optimal preformance with using a good compiler. As we understand things
like tag bits (context bit, general pvar bits) these will be incorportated,
but until then we can support them in macrocode. Keep experiments out of
microcode.
   The macrocode does not have to be pretty or orthogonal (alex and jeff
mincy are the only ones that will have to deal with it alot). Further
we could make a macrocode simulator that would replace the paris
simulator.

Features (no implied order):
 maximize numeric performance codes (32 and 64 bit FPU float ops).
 maximize word-sized interger performance (16 and 32 bit).
 Small number of instructions.
 Minimize length for each instruction
   (dont make instructions too general that the common cases are too many
    bits to express)
 Minimize the number of instructions needed to express common sequences
   (minimize host overhead to make sure that the CM is busy).
 Minimize decoding in micro-engine (this is a RISK idea that keeps down the
   time to execute an instruction as well as keeps the complexity of the
   hardware down (control store).)
 Maximize nanoinstruction/microinstruction ratio in running real code.
   (minimize dispatch, decoding, and loop overhead)

Potential instruction set:

LLS-UP and some well chosen variants
LLS
PVO (of some sort)
   (Load-regfile, unload-regfile, load-transposer while loading-regfile...)
CALL
SET-REG
MOVE-REG
GET-REG
DISK-SEEK (and a few others for waiting for disk)
Dotimes (?)
if-global-call
Write-OFIFO
petit-cycle

3. Macro-compiler takes expressions and procedures and outputs object code
that contains calls to macrocode. Currently this is the *lisp compiler and
it puts out calls to VP paris. This proposal would extend the power of the
compiler by allowing it more access to the internals of the LLS engine.
   Many have observed (and demonstrated) that CM utilization can be enhanced
if we get closer to the UCC and CM by microcoding then paris. If we design
the macrocode set well then we can get this performance by putting
smarts in the compiler.
   This macro-compiler will eventually be used by all languages, but can
start out in one (probably *lisp). Paris will continue to be supported by
writing paris in macrocode. (one could imagine an optimizer that compiles
strings of paris calls, but I am not sure if this is worthwhile.)

4. CM Driver would handle many operating system tasks. The CM driver is a
general purpose machine that gives us good cost/performance and availablity
of commercial networking cards. It is coupled closely with the UCC and
with the user processes (both remote and local).
   A piece of software that runs on this hardware is the CM driver (we
need a better name).
   There are two models for this software:
   1. the commands from user processes are given to the driver which
executes them on the CM directly. This would be the case if the program
were running remotely and using a network to relay the commands.
   2.   for user processes that are running on the CM driver hardware this
will not have the performance required. Running user processes on the
driver is necessary for low end machines. The problem comes in on the
process switch time. Mach, a new operating system, is supposed to
handle this very well so the problem may go away on its own accord.
Until then we can use shared pages and process locking to achieve the
desired effects.

   Tasks that this hardware does are:
   VP looping
   Time sharing
   Memory allocation on CM
   Processor allocation on CM
   Garbage collection
   I/O handling
   Network interfaces to front ends
   Metering
   Talks to the data-vault front end (maybe the cm-driver could be the datavault
     front end (?))

Timesharing/GC has some issues to be worked out on maintainance of the
field translation table, but I am confident we can work these out.

5. Front ends would talk to the CM-driver to execute code.
   Conventional networks (ether, next-generation LANs, and WANs) will
become the medium for this communication.
   The data that is communicated over this medium will start at Paris and
become more abstract. Eventually, expressions and procedures will be
loaded into the driver and the front end will call these by name (RPC
type). More work is needed here, but I hope the protocol will fall out
as time goes on.
   In the short term this interface might be virtual processor Paris calls
or even Febi commands (see cal's implemented spec). This puts both
throughput and latency requirements that rule out using the ether for
performance critical applications. We might be able to use more
conventional datapaths such as parallel ports or high speed networks
(Potter?) rather than HBI's and Hbus's (yippie).

Conclusion:

With this strategy we can achieve the requirements and goals as well as
make our machine much easier to program.
   Hopefully this will:
     make shipping the assembler unnecessary,
     make the whitney-demo's switch unnecessary,
     eliminate the nexus,

eliminate the HBI and BiBi,
simplify the UCC ($20K is too damn much),
allow timesharing (soon),
unify our languages at the instruction generation level,
decrease the number of microcoders in the company (increase the
    number of macrocoders),
increase CM performance.

REMOTE USE OF THE CM (CM-2 release 6):

```
|          Front End                                      |
|How many: Any number                                     |
|Type: Anything (eg. 780 VAX, Lispm, MAC, BI VAX, Cray)   |
|Operating system: any (VMS, unix, lispm, MAC, anything)  |
|Memory Capacity:                                         |
|          Infinite (it pages)                            |
|Speed: Any                                               |
|Functions:                                               |
|          Familiar User environment, handles user,       |
|          Executes user code, user time sharing, files,  |
|          talks to CM drivers, serves error information,  |
|          "London Interpreted" C*, *Lisp, Fortran.       |
|                                                         |
```

```
|  network:      ether, DR11, hbus, anything commercial
|  protocol:     london, RPC-like
|  bandwidth:    1Mbit and up
|  latency:      2uSec to milisecs
```

```
|          Driver                        |
|How many: 1 per CM (hopefully)          |
|Type:  Sun-4 or comparable              |
|          Characteristics:              |
|           Has low and high end         |
|           very good $ per raw-mip ratio|
|           public bus                   |
|           public OS (unix like)        |
|           has every network interface  |
|Speed: 10 MIPS or higher                |
|Memory Capacity:                        |
|          Infinite (it pages)           |
|Functions:                              |
|          Network interface to FEs      |
|          Local users running code      |
|          Execute London Compiled code: |
|            C*,*lisp,Fortran(rpc)       |
|          CM OS:                        |
|           London Interpreter:          |
|            Stack and heap management    |
|            Field (pvar) type,           |
|             lengths, sideways,          |
|             in Weitek registers,        |
|             paged in, etc.              |
|           London Compiler:             |
|            optimized paris generation   |
|           Macrocompiler:               |
|            optimized macrocode          |
|           VP looping,                  |
|           Timesharing                  |
|           Paging                       |
|           File System (optional)       |
|           Memory allocation            |
|           Processor allocation         |
|           Garbage collection           |
|           Metering                     |
|           Blink leds                   |
|                                        |
```

```
|  network:      hbus or something better (please)
|  protocol:     macrocode
|  bandwidth:    4MBytes/sec and up
|  Latency:      <200NSec
```

```
|          Nexus                          |
|How Many 1 per CM                        |
|Type: current design                     |
|Memory Capacity:                         |
|        32 bits                          |
|Function:                                |
|        Clock                            |
|        keeps multiple ucc's in synch    |
|        Handles multiple drivers         |
|          (hopefully not necessary)      |
```

```
    |  network:      gbus or something better (please)
    |  protocol:     macrocode
    |  bandwidth:    Same as hbus
    |  Latency:      Same as hbus
    |
```

```
|          UCC                            |
|How Many: 1 per 16K machine              |
|Type: Current design                     |
|Speed: 8 MIPS                            |
|Memory Capacity:                         |
|        64K control store (128bit words) |
|        16K scratch RAM (32 bits words)  |
|Functions:                               |
|        Executes Macrocode:              |
|         lls-up                          |
|         WASM                            |
|         PVO                             |
|         DISK-SEEK                        |
```

```
    |  network:      backplane
    |  protocol:     nanocode
    |  bandwidth:    128Mbytes/sec
    |  Latency:      5Nsec
    |
```

```
|          CM processors                  |
|How Many: lots                           |
|Type: Home brew                          |
|Speed: high                              |
|Memory Capacity:                         |
|        8Mbytes each                      |
|Functions:                               |
|        Floating point (Weitek)          |
|        Integer and flags (Bit serial)   |
|        Routing (Router)                 |
|        Grid communication (router)      |
```

```
    |  network: backplane              |  network: backplane
    |  protocol:none to speak of       |  protocol: none
    |  bandwidth:125Mbytes/sec         |  bandwidth: 125MBytes
    |                                  |
```

```
|        I/O Card                |    |        Graphics board              |
|How Many: 1 per backplane       |    |How many:1 per backplane max        |
|Type: home brew                 |    |Type: home brew                     |
|Memory Capacity:                |    |Memory Capacity: ?                  |
|        16KBytes (buffer)       |    |Functions:                          |
|Functions:                      |    |        Look Awesome                |
|        buffering I/O stream    |    |        Frame-grabbing(future)      |
|        Handle I/O bus          |    |                                    |
```

```
    |  network:      I/O Bus (home brew)
    |  protocol:     I/O Bus Protocol (name?)
    |  bandwidth:    80Mbytes/sec
    |
```

```
              Datavault
How Many: 1 per backplane max
Type: home brew
Speed: 30Mbytes/sec
Memory Capacity:
        2Mbytes RAM (buffering)
        5-10 GBytes
Functions:
        File storage
        Paging
        Backups
        Tape interface
```

CM Architecture today (CM-2, release 4)

```
        Front End
How many: 4 max
Type: BI VAX, lispm
Operating system: ultix, lispm
Memory Capacity:
        Infinite (it pages)
Speed: Any
Functions:
        Familiar User environment, handles user,
        Executes user code, files,
        serves error information,
        Interpreted *lisp, Compiled *lisp,
          *lisp:
                memory allocation,
                stack and heap management
Compiled Interpreted" C*
          C*:   memory allocation,
                stack and heap management
        VP looping,
        Blink leds
```

```
        network:     hbus
        protocol:    macrocode
        bandwidth:   1-2MBytes/sec
        Latency:     <400NSec
```

```
        Nexus
How Many 1 per CM
Type: current design
Memory Capacity:
        32 bits
Function:
        Clock
        keeps multiple ucc's in synch
        Handles multiple front ends
```

```
        network:     gbus or something better (please)
        protocol:    macrocode
        bandwidth:   Same as hbus
        Latency:     Same as hbus
```

```
        UCC
How Many: 1 per 16K machine
Type: Current design
Speed: 8 MIPS
Memory Capacity:
        64K control store (128bit words)
        16K scratch RAM (32 bits words)
Functions:
        100's of paris instructions,
        VP looping,
        blink leds
```

```
        network:     backplane
        protocol:    nanocode
        bandwidth:   128Mbytes/sec
        Latency:     5Nsec
```

```
|        CM-1 processors                    |
```

Same as Remote	

.... same as remote ....

.... same as remote ....

CM Architecture (CM-2 release 5 (march 88 release))

```
          Front End
How many: Any number
Type: Anything (eg. 780 VAX, Lispm, MAC, BI VAX, Cray)
Operating system: any (VMS, unix, lispm, MAC, anything)
Memory Capacity:
       Infinite (it pages)
Speed: Any
Functions:
       Familiar User environment, handles user,
       Executes user code, user time sharing, files,
       talks to CM drivers, serves error information,
       "London Interpreted" *Lisp, Fortran(maybe).
```

```
     network:     ether, DR11, hbus, anything commercial
     protocol:    london, RPC-like
     bandwidth:   1Mbit and up
     latency:     2uSec to milisecr
```

```
          Driver
How many: 1 per CM (hopefully)
Type:   Sun-4 or BI VAX or Lispm
Speed: 1 MIP or higher
Memory Capacity:
       Infinite (it pages)
Functions:
       Network interface to FEs(london)
       Local users running code
       Execute London Compiled code:
          *lisp, Fortran (maybe)
       Execute C* (without london)
       Fortran w/London Interpreter(maybe)|
       CM OS:
        London Interpreter:
         Stack and heap management
         Field (pvar) type,
          lengths, sideways,
          in Weitek registers,
          paged in, etc.
        London Compiler:
         optimized paris generation
        VP looping,
        Timesharing
        File System (optional)
        Memory allocation
        B.link leds
```

```
     network:     hbus or something better (please)
     protocol:    macrocode
     bandwidth:   4MBytes/sec and up
     Latency:     <200NSec
```

```
          Nexus
How Many 1 per CM
Type: current design
Memory Capacity:
       32 bits
Function:
       Clock
       keeps multiple ucc's in synch
       Handles multiple drivers
        (hopefully not necessary)
```

```
        network:       gbus or something better (please)
        protocol:      macrocode
        bandwidth:     Same as hbus
        Latency:       Same as hbus
```

```
         UCC
How Many: 1 per 16K machine
Type: Current design
Speed: 8 MIPS
Memory Capacity:
       64K control store (128bit words)
       16K scratch RAM (32 bits words)
Functions:
       Executes Macrocode:
        lls-up
        WASM
        PVO
        DISK-SEEK
        Diagnosics
```

```
        network:       backplane
        protocol:      nanocode
        bandwidth:     128Mbytes/sec
        Latency:       5Nsec
```

```
        CM processors
How Many: lots
Type: Home brew
Speed: high
Memory Capacity:
       8Mbytes each
Functions:
       Floating point (Weitek)
       Integer and flags (Bit serial)
       Routing (Router)
       Grid communication (router)
```

```
        network: backplane              network: backplane
        protocol:none to speak of       protocol: none
        bandwidth:125Mbytes/sec         bandwidth: 125MBytes
```

```
        I/O Card                          .Graphics board
How Many: 1 per backplane          How many:1 per backplane max
Type: home brew                    Type: home brew
Memory Capacity:                   Memory Capacity: ?
       16KBytes (buffer)           Functions:
Functions:                                Look Awesome
       buffering I/O stream               Frame-grabbing(future)
       Handle I/O bus
```

```
        network:       I/O Bus (home brew)
        protocol:      I/O Bus Protocol (name?)
        bandwidth:     80Mbytes/sec
```

```
        Datavault
How Many: 1 per backplane max
Type: home brew
Speed: 30Mbytes/sec
Memory Capacity:
       2Mbytes RAM (buffering)
       5-10 GBytes
Functions:
```

File storage	
Paging	
Backups	
Tape interface	